PAC-MAN*

FROM ATARISOFT™

Now, the Thrill of the Arcade Game at Home

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DOT-CHOMPER'S

INSERTING THE CARTRIDGE

Turn your Commodore 64 OFF, insert the Pac-Man cartridge into the expansion slot in the Commodore 64 and then turn the power ON.

THE JOYSTICK CONTROLLER

If one player is going to play, plug a joystick controller into control port 2 on the right side of the Commodore 64.

For two players the joystick controller in control port 2 is shared.

The fire button on the joystick controller pauses the game during play and also restarts the game after a game is completed.

THE GAME CONTROL KEYS

Press the "F1" key to start the game at any time.

Special function key "F3" selects the number of players. The game starts out with one player, press the "F3", key if you want a two player game. Press it again to return to a one player game.

Special function key "F5" changes the difficulty level. Cherries are the least difficult. Each time you press the "F5" key the level of difficulty increases.

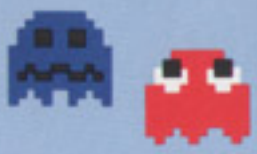
The "RESTORE" key is a total restart that also resets the high score.

All Other Keys should not be depressed as they may affect game play. The shift lock should also not be depressed.

DELIGHT

MAZE #	BONUS NUGGET	NUGGET VALUE	PAC-MAN'S SPEED	BLINKY'S SPEED	OTHER GOBLINS' SPEED	GOBLINS ARE BLUE	BLUE GOBLINS FLASH
1		100	50	40	40	4 sec	5 times
2		200	50	40	40	3 sec	5 times
3		500	50	50	50	2 sec	5 times
4		500	60	50	50	1 sec	5 times
5		700	70	70	60	0 sec	5 times
6		700	70	70	60	3 sec	5 times
7		1000	70	70	60	0 sec	5 times
8		1000	70	70	60	0 sec	5 times
9		2000	70	70	60	0 sec	3 times
10		2000	70	70	60	3 sec	5 times
11		3000	70	70	60	0 sec	5 times
12		3000	70	70	60	0 sec	3 times
13		5000	70	70	60	0 sec	3 times
14		5000	70	70	60	1 sec	3 times
15		5000	70	70	60	0 sec	5 times
16		5000	70	70	60	0 sec	3 times
17		5000	70	70	60	0 sec	0 times
18		5000	70	70	60	0 sec	3 times
19 and up		5000	70	70	60	0 sec	0 times

SCORING



These tasty bonus nuggets are valuable prizes, Clear out the maze and their value rises. Every once-in-a-while, they're yours for free. But you've got just 8 seconds, to grab one and flee.

..... 100 (1st maze)

..... 200 (2nd maze)

..... 500 (3rd, 4th maze)

..... 700 (5th, 6th maze)

..... 1000 (7th, 8th maze)

..... 2000 (9th, 10th maze)

... 3000 (11th, 12th maze)

..... 5000 (13th maze on)

Two big lips smacking in the middle of your face, Chomping on those dots to stay ahead in this race. Stay ahead of those goblins, cause they're trouble no doubt. Get yourself nabbed just three times and you're out. But there's good news for you when you rack-up the score! REACH 10,000 POINTS AND YOU GET ONE TURN MORE!

Bite an energy dot and the goblins turn blue, And that means 50 more points for you. It's also your chance to turn the table, So chase those goblins and bite while you're able. The more goblins you grab, the more points you score. 200, 400, 800, then more!
But when they start blinking, you better 'turn track, 'Cause that's when the goblins' true colors come back.

The goblins are coming, they're on the attack, man. You like to chomp dots, but they like chomping PAC-MAN.

Blinky is fastest, so watch where he goes
Pinky is sneakier than anyone knows.
Inky has quite a few tricks up his cape.
Clyde cuts you off so there's just no escape.

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